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## Community building - an essential ingredient of the IT infrastructure

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Many Geological Survey Organisations (GSO) are now building systematic 3D geological models as part of their core programme. Until recently the key players from the GSOs only met occasionally at international conferences and workshops, often in the US during the annual meetings of the Geological Society of America (http://crystal.isgs.uiuc.edu/research/3DWorkshop/index.shtml). After summarising the activities of various leading GSOs in a single document by Berg et al (2010) Synopsis of current three-dimensional geological mapping and modelling in Geological Survey organizations http://nora.nerc.ac.uk/17095/) it was decided in 2013 that more regular meetings should be held in Europe to foster linkages, encourage collaboration, and most importantly share successes and resources and avoid duplication of effort and repetition of mistakes. The initial European 3D Geological Modelling Meeting was hosted by TNO in 2013. The second was held in October 2014 at BGS Edinburgh with 85 staff from 20 GSO's and academic institutions represented. This paper will present the objectives of this community, some outcomes and a plan for the future.

As much as good communication between model builders is desirable, it is of course even more essential to have a strong dialogue with the end users, to this end the British Geological Survey recently hosted a well-attended seminar at the Geological Society in London presenting their recently completed geological model of London and the Thames Valley (http://www.bgs.ac.uk/research/ukGeology/nationalGeologicalModel/londonAndThamesValley.html) and the latest web-based delivery mechanism which was designed after extensive consultation with the user community (https://shop.bgs.ac.uk/Groundhog/). Meanwhile in the Netherlands the DINOloket web portal (https://www.dinoloket.nl/) is continuing to adapt to end users needs - the paper will give an update on these and other initiatives.